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		DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ	
☐	L78	L77 and (three$diminsional)	0
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☐	L74	L73 and interior	10
☐	L73	L72 and viewpoint	20
☐	L72	l26 and l58	52
☐	L71	L69 and (furniture near5 configuration) and @py<=1999	0
☐	L70	L69 and (furniture near5 configuration)	1
☐	L69	l58 and l64	56
☐	L68	L67 and 3d	9
☐	L67	l65 and purchaser$1	167
☐	L66	L65 and viewpoint and interior and @py<=1999	1
☐	L65	L64 and browser and display$3	337
☐	L64	(database and furniture and display$3 and data and hous$3)	760
☐	L63	6263499 .uref.	2
☐	L62	L61 and pourchaser	0
☐	L61	L60 and (display$3 near5 furniture)	5
☐	L60	furniture near5 menu	15
☐	L59	L58 and ((hous$3 or apartment) and (sale$1 near5 support$3) and (purchaser$1 or customer$1 or user$1 or client$1) and (database$1 or data$base$1) and display$3 and data and layout and interior and (second near5 display) and viewpoint)	0
☐	L58	L57 or l56 or l55	23691
☐	L57	345/418-419,664-665,676,679,680,650,902.ccls.	3652
☐	L56	715/848.ccls.	282
☐	L55	707/1-4,10,104.1.ccls.	19863
☐	L54	(hous$3 and interior and 3d and image$1 and furniture and display$3 and purchaser$1 and view and browser and interior and layout and database and sales) AND @PY<=1999	0
☐	L53	L52 and (architectural near5 design$1)	9

☐	L52	L51 and (real near5 estate)	240
☐	L51	((house and sale and purchase and virtual and tour$3 and location and 3-D) or (three$dimensional)) and @py<=1999	100353
☐	L50	L49 and (house same location and image)	10
☐	L49	L48 and (view$3 same display$3)	62
☐	L48	L47 and (sell$ and purchas$)	161
☐	L47	(building and (real near5 estate) and room$1 and (virtual near5 tour$3) and (3-D) or (three$dimensional)) and @py<=1999	100353
☐	L46	L42 and (interior near5 view$3)	0
☐	L45	L42 and (interior and view$3)	9
☐	L44	L42 and (interior near5 house)	0
☐	L43	L42 and (bed near5 room$1)	0
☐	L42	((real near5 estate) and (3-D) or (three$dimensional) and (virtual near5 tour$3)) and @py<=1999	95
☐	L41	L40 and (real near5 estate)	2
☐	L40	5889951.uref.	59
☐	L39	(house and sale$1 and purchase and interior and (bed near5 room$1) and (3-D) or (three$dimensional) and (virtual near5 tour$3)) and @py<=1999	3
☐	L38	(real$estate and database$1 and (3-D) or (three$dimensional) and interior and (viewpoint or view near5 point) and display$3 and sale and purchaser) and @py<=1998	3
☐	L37	L36 and housing	1
☐	L36	L35 and interior	17
☐	L35	L33 and 3-d	28
☐	L34	L33 and (virtual near5 tour$3)	0
☐	L33	5237647.uref.	68
☐	L32	L30 and (viewpoint same location)	0
☐	L31	L30 and (viewpoint near5 location)	0
☐	L30	L27 and (interior near5 housing)	13
☐	L29	L27 and 'virtual tour'	0
☐	L28	L27 and (virtual near5 tour$3)	0
☐	L27	((3-D) or (three$dimensional)) and (virtual near5 view$3) and (hous$3 or room or building or interior) and @py<=1998	322
☐	L26	((3-D) or (three$dimensional)) and (virtual near5 view$3) and (hous$3 or property or real$estate or room or building or interior) and @py<=1998	380
☐	L25	5794216.uref.	19
☐	L24	(real and estate$1 and interior$).ti.	5
☐	L23	(real and estate$1 and interact$).ti.	20
☐	L22	L7 and (interior near5 design$1)	6
☐	L21	L7 and (interior near5 display$)	7

☐	L20	(image$1 and virtual and tour$).ti.	2
☐	L19	(3 and d and virtual and tour$).ti.	0
☐	L18	L7 and (3d near5 image$1)	4
☐	L17	L7 and 'three dimension'	12
☐	L16	L7 and '3D'	14
☐	L15	L14 and (virtual near5 tour$)	1
☐	L14	L13 and (real near5 estate)	17
☐	L13	(three dimensional images).ab.	9705
☐	L12	L9 and ((3-d) near5 (image$1))	0
	DB=PGPB; PLUR=YES; OP=ADJ		
☐	L11	US-20040051709-A1.did.	1
☐	L10	US-20040051709-A1.did.	1
	DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ		
☐	L9	L8 and (virtual neear5 tour$)	0
☐	L8	L7 and (three dimensional images)	13
☐	L7	(real and estate).ti.	1678
☐	L6	L5 and interior	7
☐	L5	L4 and (three dimensional)	21
☐	L4	(virtual tour$) same (real estate)	57
	DB=EPAB; PLUR=YES; OP=ADJ		
☐	L3	EP-1220125-A2.did.	1
☐	L2	EP-1220125-A2.did.	1
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☐	L1	(virtual and real and estate).ti.	15

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DATE: Tuesday, March 14, 2006

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☐	L17	(hous$3 and interior and 3d and image$1 and furniture and display$3 and purchaser$1 and view and browser and interior and layout and database and sales and support).clm.	0
☐	L16	(hous$3 and interior and 3d and image$1 and furniture and display$3 and purchaser$1 and view and browser and interior and layout and database and sales).clm.	1
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☐	L14	(hous$3 and interior and 3d and image$1 and furniture and display$3 and purchaser$1 and view and browser and interior and layout).clm.	1
☐	L13	(hous$3 and interior and 3d and image$1 and furniture and display$3 and purchaser$1 and view and browser and interior).clm.	1
☐	L12	(hous$3 and interior and 3d and image$1 and furniture and display$3 and purchaser$1 and view and browser).clm.	1
☐	L11	(hous$3 and interior and 3d and image$1 and furniture and display$3 and purchaser$1 and view).clm.	1
☐	L10	(hous$3 and interior and 3d and image$1 and furniture and display$3 and purchaser$1).clm.	1
☐	L9	(hous$3 and interior and 3d and image$1 and furniture and display$3).clm.	1
☐	L8	(hous$3 and interior and 3d and image$1 and furniture).clm.	1
☐	L7	(hous$3 and interior and 3d and image$1 and virtual and tour).clm.	0
☐	L6	(hous$3 and interior and 3d and image$1).clm.	43
☐	L5	(hous$3 and interior and 3d).clm.	46
☐	L4	(furniture and three$diminsional and display$3 and database$1).clm.	0
☐	L3	(furniture and three$diminsional and display$3 and interior and hous$3 and customer$1 and agent$1).clm.	0
☐	L2	(3d and furniture and display$3 and interior and virtual and tour$3 and buyer$1 and seller$1 and network$3).clm.	0
☐	L1	((hous$3 or real$estate) and sale$1 and support$3 and commodit$3 and (purchaser or customer or client or buyer) and (network$3 or internet or www) and (database$1 or data$base$1) and brows$3 and layout and (3d or three$diminsional) and (image$1 or graphs) and display$3 and viewpoint and interior and transmit$4 and menu and stor$3 and configur$3 and furniture and	0

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1 The evolution of perspective view in WalkMap
Riku Suomela, Kimmo Roimela, Juha Lehikoinen
October 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 5
Publisher: Springer-Verlag
Full text available: pdf(485.11 KB) Additional Information: full citation, abstract, index terms

A wearable computer is a potential platform for map applications: it is mobile in nature, and is often equipped with a head-worn display capable of displaying maps of the surrounding area in graphical form. In this paper, we present a map application, called WalkMap, developed for wearable computers. We concentrate on the visual presentation of the map, and propose a visualisation method that is based on the perspective distortion of a regular two-dimensional bird's-eye view map. We also describ ...

Keywords: Map, Navigation, Perspective, Three-dimensional, User study, Wearable computing

2 8-3 Navigation: Easy tour: a new image-based virtual tour system
Zhigeng Pan, Xianyong Fang, Jiaoying Shi, Dan Xu
June 2004 **Proceedings of the 2004 ACM SIGGRAPH international conference on Virtual Reality continuum and its applications in industry**
Publisher: ACM Press
Full text available: pdf(327.56 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we describe a new image-based virtual tour system: Easy Tour. The system is built on panorama and TIP techniques. With this system, the user can create panoramas and edit hot areas. The hot area in the scene map corresponds to a panorama sight and the hot areas in each panorama correspond to TIP sub-sights. Through modeling the sight navigation into global model and local model, the user can virtually tour the scenes. Because of the draw-backs of panorama and TIP techniques, some ...

Keywords: TIP, image-based modeling and rendering, mosaic, panorama

3 Technical poster session 3: multimedia tools, end-systems, and applications: Scene tunnels for seamless virtual tour
Jiang Yu Zheng, Yu Zhou
October 2004 **Proceedings of the 12th annual ACM international conference on**

Multimedia
Publisher: ACM Press
Full text available: pdf(3.06 MB) Additional Information: full citation, abstract, references, index terms

This paper proposes a visual representation named scene tunnel to archive and visualize urban scenes for Internet based virtual tour. We scan cityscapes using multiple cameras on a vehicle that moves along streets, and generate scene archive more complete than a route panorama. The scene tunnel can cover high architectures and various object aspects. It contains much less data than video, which is suitable for image transmission and rendering over the Internet. It has a uniformed resolution a ...

Keywords: internet media, navigation, route panorama, scene representation, scene tunnel, visualization

4 SpaceFusion: a multi-server architecture for shared virtual environments
Hiroyasu Sugano, Koji Otani, Haruyasu Ueda, Shinichi Hiraiwa, Susumu Endo, Youji Kohda
February 1997 **Proceedings of the second symposium on Virtual reality modeling language**
Publisher: ACM Press
Full text available: pdf(1.04 MB) Additional Information: full citation, references, citings, index terms

Keywords: VRML, client/server model, distributed shared virtual environment, scalability

5 Non-photorealistic virtual environments
Allison W. Klein, Wilmot Li, Michael M. Kazhdan, Wagner T. Corrêa, Adam Finkelstein, Thomas A. Funkhouser
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(5.48 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe a system for non-photorealistic rendering (NPR) of virtual environments. In real time, it synthesizes imagery of architectural interiors using stroke-based textures. We address the four main challenges of such a system — interactivity, visual detail, controlled stroke size, and frame-to-frame coherence — through image based rendering (IBR) methods. In a preprocessing stage, we capture photos of a real or synthetic environment, map the photos to a coarse model of the ...

Keywords: image-based rendering, interactive virtual environments, non-photorealistic rendering, texture mapping

6 A structural view of the Cedar programming environment
Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann
August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 8 Issue 4
Publisher: ACM Press
Full text available: pdf(6.32 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming

language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

7 Session 2A: applications and systems: Scanning and rendering scene tunnels for virtual city traversing

Jiang Yu Zheng, Yu Zhou, Min Shi

November 2004 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '04**

Publisher: ACM Press

Full text available: pdf(1.49 MB) Additional Information: full citation, abstract, references, index terms

This paper proposes a visual representation named scene tunnel to capture and visualize urban scenes for Internet based virtual city traversing. We scan cityscapes by using multiple cameras on a vehicle that moves along a street, and generate a real scene archive more complete than a route panorama. The scene tunnel can cover high architectures and various object aspects, and its data size is much less than video. It is suitable for image transmission and rendering over the Internet. The scene t ...

Keywords: internet media, navigation, route panorama, scene representation, scene tunnel, visualization

8 Charting past, present, and future research in ubiquitous computing

Gregory D. Abowd, Elizabeth D. Mynatt

March 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 1

Publisher: ACM Press

Full text available: pdf(730.83 KB) Additional Information: full citation, abstract, references, citings, index terms

The proliferation of computing into the physical world promises more than the ubiquitous availability of computing infrastructure; it suggest new paradigms of interaction inspired by constant access to information and computational capabilities. For the past decade, application-driven research on abiquitous computing (ubicomp) has pushed three interaction themes:natural interfaces, context-aware applications,andautomated capture and access. To chart a cours ...

Keywords: augmented reality, capture and access, context-aware applications, evaluation, everyday computing, natural interfaces, social implications, ubiquitous computing, user interfaces

9 Helper agent: designing an assistant for human-human interaction in a virtual meeting space

Katherine Isbister, Hideyuki Nakanishi, Toru Ishida, Cliff Nass

April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available: pdf(916.96 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper introduces a new application area for agents in the computer interface: the support of human-human interaction. We discuss an interface agent prototype that is designed to support human-human communication in virtual environments. The prototype interacts with users strategically during conversation, spending most of its time listening. The prototype mimics a party host, trying to find a safe common topic for guests whose conversation has lagged. We performed an experimental evaluat ...

Keywords: cross-cultural communication, human-human interaction, social interface agents, virtual meeting place

10 Digital city Kyoto

Toru Ishida
July 2002 **Communications of the ACM**, Volume 45 Issue 7
Publisher: ACM Press
Full text available: pdf(451.73 KB) html(26.38 KB) Additional Information: full citation, references, citings, index terms

11 Getting the mobile users in: three systems that support collaboration in an environment with heterogeneous communication devices

Thomas Rist, Patrick Brandmeier, Gerd Herzog, Elisabeth André
May 2000 **Proceedings of the working conference on Advanced visual interfaces**
Publisher: ACM Press
Full text available: pdf(737.37 KB) Additional Information: full citation, abstract, references, index terms

In this paper we present MapViews, Magic Lounge, and Call-Kiosk, three different but related systems that address the integration of mobile communication terminals into multi-user applications. MapViews is a test-bed to investigate how a small group of geographically dispersed users can jointly solve localization and route planning tasks while being equipped with different communication terminals. Magic Lounge is a virtual meeting space that provides a number of communication support servic ...

Keywords: collaborative systems, mobile communication, multimedia

12 PanoVR SDK—a software development kit for integrating photo-realistic panoramic images and 3-D graphical objects into virtual worlds

Cheng-Chin Chiang, Alex Huang, Tsing-Shin Wang, Matthew Huang, Yunn-Yen Chen, Jun-Wei Hsieh, Ju-Wei Chen, Tse Cheng
September 1997 **Proceedings of the ACM symposium on Virtual reality software and technology**
Publisher: ACM Press
Full text available: pdf(1.04 MB) Additional Information: full citation, references, citings, index terms

13 The winter simulation conference: perspectives of the founding fathers

Michel Araten, Harold G. Hixson, Austin C. Hoggatt, Philip J. Kiviat, Michael F. Morris, Arnold Ockene, Julian Reitman, Joseph M. Sussman, James R. Wilson
December 1992 **Proceedings of the 24th conference on Winter simulation**
Publisher: ACM Press
Full text available: pdf(2.83 MB) Additional Information: full citation, references, citings, index terms

14 Theaters of illusion: the continuing evolution of entertainment simulation

Allen Yamashita
May 1994 **ACM SIGGRAPH Computer Graphics**, Volume 28 Issue 2
Publisher: ACM Press

Full text available: pdf(352.49 KB) Additional Information: full citation, index terms

15 A tour through cedar
Warren Teitelman
March 1984 **Proceedings of the 7th international conference on Software engineering**
Publisher: IEEE Press
Full text available: pdf(2.08 MB) Additional Information: full citation, references, citings, index terms

16 Dual device user interface design: PDAs and interactive television
Scott Robertson, Cathleen Wharton, Catherine Ashworth, Marita Franzke
April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground**
Publisher: ACM Press
Full text available: pdf(1.35 MB) html(32.77 KB) Additional Information: full citation, references, citings, index terms

Keywords: interactive television, mobile computing, multiple devices, personal digital assistants, ubiquitous computing

17 A metro map metaphor for guided tours on the Web: the Webvise guided tour system
Elmer S. Sandvad, Kaj Grønbæk, Lennert Sloth, Jørgen Lindskov Knudsen
April 2001 **Proceedings of the 10th international conference on World Wide Web**
Publisher: ACM Press
Full text available: pdf(873.05 KB) Additional Information: full citation, references, citings, index terms

Keywords: guided tours, hypermedia, metro map metaphor, navigation, paths, trails

18 Electronic commerce software laboratory
Alfred C. Weaver
March 2004 **ACM SIGCSE Bulletin , Proceedings of the 35th SIGCSE technical symposium on Computer science education SIGCSE '04**, Volume 36 Issue 1
Publisher: ACM Press
Full text available: pdf(197.53 KB) Additional Information: full citation, abstract, references, index terms

With NSF support we developed a hands-on laboratory to augment our CS453 Electronic Commerce Technologies course. We conducted weekly lab sessions that covered HTML, CSS, JavaScript, Perl, CGI, SQL, ASP, and Flash programming. Each topic was covered over a period of one to three weeks and each topic was supported by 10 to 26 individual programming exercises. Four teaching assistants provided real-time support during the laboratory period. Answers to all exercises were accessible on-line so that ...

Keywords: electronic commerce, evaluation, guided instruction, hands-on programming, laboratory

19 Designing design: Ambiguity as a resource for design
William W. Gaver, Jacob Beaver, Steve Benford

April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Publisher: ACM Press

Full text available: pdf(749.39 KB) Additional Information: full citation, abstract, references, citings, index terms

Ambiguity is usually considered anathema in Human Computer Interaction. We argue, in contrast, that it is a resource for design that can be used to encourage close personal engagement with systems. We illustrate this with examples from contemporary arts and design practice, and distinguish three broad classes of ambiguity according to where uncertainty is located in the interpretative relationship linking person and artefact. Ambiguity of information finds its source in the artefact itself, ambi ...

Keywords: ambiguity, interaction design

20 In pursuit of desktop evolution: User problems and practices with modern desktop systems

Pamela Ravasio, Sissel Guttormsen Schär, Helmut Krueger
June 2004 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 11 Issue 2
Publisher: ACM Press
Full text available: pdf(2.33 MB) Additional Information: full citation, abstract, references, index terms

This study deals with the problems users encounter in their daily work with computers and the typical practices that they employ. Sixteen daily computer users were interviewed about their habits and problems that they encountered during document classification and retrieval. For both these areas, we provide an overview of identified user practices and a citation-based analysis of the problems users encountered, including those related to the use of the screen real estate (the actual desktop). Tw ...

Keywords: Desktop metaphor, document classification, document retrieval, improvements., personal computer, user practices, user problems, user study

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1 Information systems outsourcing: a survey and analysis of the literature
Jens Dibbern, Tim Goles, Rudy Hirschheim, Bandula Jayatilaka
November 2004 **ACM SIGMIS Database**, Volume 35 Issue 4
Publisher: ACM Press
Full text available: pdf(1.51 MB) Additional Information: full citation, abstract, references

In the last fifteen years, academic research on information systems (IS) outsourcing has evolved rapidly. Indeed the field of outsourcing research has grown so fast that there has been scant opportunity for the research community to take a collective breath, and complete a global assessment of research activities to date. This paper seeks to address this need by exploring and synthesizing the academic literature on IS outsourcing. It offers a roadmap of the IS outsourcing literature, highligh ...

Keywords: determinants, literature review, outcomes, outsourcing, relationships, research approaches, theoretical foundations

2 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Publisher: IBM Press
Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

3 Session 1C: trust and reputation: Supervised interaction: creating a web of trust for contracting agents in electronic environments
Martin J. Kollingbaum, Timothy J. Norman
July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 1**
Publisher: ACM Press
Additional Information: full citation, abstract, references, citings, index

Full text available: pdf(200.85 KB) terms

Supervised interaction is concerned with the problem of establishing trust between contracting agents in electronic markets. Agents act as representatives of their organisations or of individuals, negotiate contracts for the supply of goods and services and manage their delivery. It is essential for the automation of business transactions to put safeguards in place that ensure that errant behaviour is either prevented or sanctioned. The model proposed in the paper - Supervised Interaction - cons ...

Keywords: agent organisations, electronic commerce, norms and institutions

4 E-commerce-models, structure, mechanisms, globalization, and strategy: The application of exchange oriented three-dimensional e-commerce model: cases based explanation

Qi Li, Xianfeng Zhang

August 2005 **Proceedings of the 7th international conference on Electronic commerce ICEC '05**

Publisher: ACM Press

Full text available: pdf(366.59 KB) Additional Information: full citation, abstract, references, index terms

With the explosion of Internet users and the expansion of Internet applications, more and more entities will involve in electronic commerce activities. However, how to guide those companies, as well as organizations, to smoothly and successfully launch or run businesses turn to be a problem.On the ground of previous studies, the paper is to further elaborate the three-dimensional e-commerce model and explain how it can be adopted to guide practical applications. In the contents, the connotation ...

Keywords: application dimension, case, commerce chain, e-commerce, electronic commerce, model

5 Session C1: information visualization: Case study on real-time visualization of virtual tübingen on commodity PC hardware

Michael Meißner, Jasmina Orman, Stephan J. Braun

October 2001 **Proceedings of the conference on Visualization '01**

Publisher: IEEE Computer Society

Full text available: pdf(738.06 KB) Publisher Site Additional Information: full citation, abstract, references, index terms

For psychophysical studies in spatial cognition a virtual model of the picturesque old town of Tübingen has been constructed. In order to perform psychophysical experiments in highly realistic virtual environments the model is based on high quality texture maps adding up to several hundreds of MBytes. To accomplish the required real-time frame updates, view frustum and occlusion culling without visibility pre-processing, levels of detail, and texture compression are applied in an interleave ...

Keywords: PC graphics cards, culling, levels-of-detail, spatial cognition, texture compression, virtual environments, virtual reality

6 Innovation, management & strategy: Three dimensional model: an analyzing sketch for e-commerce theories and applications

Qi Li, Xianfeng Zhang

March 2004 **Proceedings of the 6th international conference on Electronic commerce ICEC '04**

Publisher: ACM Press
Full text available: pdf(304.13 KB) Additional Information: full citation, abstract, references, index terms

The sundry e-commerce related theoretic researches and practical application cases appear to have limitations in stressing the essence of e-commerce, depositing profound theories, and well guiding practices. Consequently, there still exists an urgent necessity for an integrated analyzing sketch of e-commerce. After clarifying such vital concepts like commerce (deal), commerce chain (deal chain), six flows, and application dimensions, the paper solves the problem through introducing a conceptual ...

Keywords: application dimension, commerce chain, commerce mode, e-commerce chain, three dimensional model

7 MegaProto: 1 TFlops/10kW Rack Is Feasible Even with Only Commodity Technology
Hiroshi Nakashima, Hiroshi Nakamura, Mitsuhisa Sato, Taisuke Boku, Satoshi Matsuoka, Daisuke Takahashi, Yoshihiko Hotta
November 2005 **Proceedings of the 2005 ACM/IEEE conference on Supercomputing SC '05**
Publisher: IEEE Computer Society
Full text available: pdf(1.22 MB) Additional Information: full citation, abstract
Publisher Site

In our research project "Mega-Scale Computing Based on Low-Power Technology and Workload Modeling", we claim that a million-scale parallel system could be built with densely mounted low-power commodity processors. "MegaProto" is a proof-of-concept low-power and highperformance cluster build only with commodity components to implement this claim. A one-rack system is composed of 32 motherboard "cluster units" of 1 U-height and commodity switches to interconnect them mutually as well as with other ...

8 Immersion: JINX: an X3D browser for VR immersive simulation based on clusters of commodity computers
Luciano P. Soares, Marcelo K. Zuffo
April 2004 **Proceedings of the ninth international conference on 3D Web technology**
Publisher: ACM Press
Full text available: pdf(625.04 KB) Additional Information: full citation, abstract, references, index terms

In this paper we present JINX, a fully distributed virtual environments browser, which has a special support for commodity computer clusters and immersive visualization devices. The presented mechanism intends to be fast and easy to use to develop virtual reality applications based on the X3D format, enabling great flexibility for displays and interaction devices, allowing users to concentrate only on content creation. JINX provides support for nodes synchronization and resources sharing, from F ...

Keywords: X3D, cluster computing, parallel rendering

9 Hip, hype and hope—the three faces of virtual worlds (panel session)
Bob Jacobson, John Barlow, Esther Dyson, Timothy Leary, William Bricken, Warren Robinett, Jaron Lanier
August 1990 **ACM SIGGRAPH 90 Panel Proceedings**
Publisher: ACM Press
Full text available: pdf(5.03 MB) Additional Information: full citation, index terms

10 Industrial seismic imaging on commodity supercomputers

Scott A. Morton, Jeffrey R. Davis, Harry L. Duffey, Gary L. Donathan, Vic Forsyth, Steven N. Checkles

January 1999 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)**

Publisher: ACM Press

Full text available: pdf(316.56 KB) Additional Information: full citation, references, index terms

11 A natural language interface using a world model

Yoshio Izumida, Hiroshi Ishikawa, Toshiaki Yoshino, Tadashi Hoshiai, Akifumi Makinouchi

March 1985 **Proceedings of the second conference on European chapter of the Association for Computational Linguistics**

Publisher: Association for Computational Linguistics

Full text available: pdf(516.76 KB) Publisher Site Additional Information: full citation, abstract, references

Databases are nowadays used by varied and diverse users, many of whom are unfamiliar with the workings of a computer, but who, nevertheless, want to use those databases more easily. Rising to meet this demand, authors are developing a Japanese language interface, called KID, as a database front-end system. KID incorporates a world model representing application and database knowledge to help make databases easier to use. KID has the following features: (1) parser extendability and robustness, (2 ...

12 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

13 Interactive shadow generation in complex environments

Naga K. Govindaraju, Brandon Lloyd, Sung-Eui Yoon, Avneesh Sud, Dinesh Manocha

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available: pdf(2.63 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a new algorithm for interactive generation of hard-edged, umbral shadows in complex environments with a moving light source. Our algorithm uses a hybrid approach that combines the image quality of object-precision methods with the efficiencies of image-precision techniques. We present an algorithm for computing a compact potentially visible set (PVS) using levels-of-detail (LODs) and visibility culling. We use the PVSs computed from both the eye and the light in a novel cross-culling ...

Keywords: interactive display, level-of-detail, parallel rendering, shadows, visibility

14 Improving cluster availability using workstation validation

Taliver Heath, Richard P. Martin, Thu D. Nguyen

June 2002 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2002 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '02**, Volume 30 Issue 1

Publisher: ACM Press

Full text available: pdf(201.72 KB) Additional Information: full citation, abstract, references

We demonstrate a framework for improving the availability of cluster based Internet services. Our approach models Internet services as a collection of interconnected components, each possessing well defined interfaces and failure semantics. Such a decomposition allows designers to engineer high availability based on an understanding of the interconnections and isolated fault behavior of each component, as opposed to ad-hoc methods. In this work, we focus on using the entire commodity workstation ...

15 Stalking the paratext: speculations on hypertext links as a second order text

Francisco J. Ricardo

May 1998 **Proceedings of the ninth ACM conference on Hypertext and hypermedia : links, objects, time and space---structure in hypermedia systems: links, objects, time and space---structure in hypermedia systems**

Publisher: ACM Press

Full text available: pdf(1.38 MB) Additional Information: full citation, references, citings, index terms

16 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

17 Managing images: Generic image classification using visual knowledge on the web

Keiji Yanai

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(669.64 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we describe a generic image classification system with an automatic knowledge acquisition mechanism from the World-Wide Web. Due to the recent spread of digital imaging devices, the demand for image recognition of various kinds of real world scenes becomes greater. For realizing it, visual knowledge on various kinds of scenes is required. Then, we propose gathering visual knowledge on real world scenes for generic image classification from the World-Wide Web. Our system gathers a ...

Keywords: image classification, image gathering, web image mining

18 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

19 The use of simulation in evaluating international competitiveness in broiler production

Conrado M. Gempesaw, Fe Zinnia R. Albay, J. Richard Bacon, Jeff Corman, Shankar Narayanan

December 1994 **Proceedings of the 26th conference on Winter simulation**

Publisher: Society for Computer Simulation International

Full text available: pdf(754.32 KB) Additional Information: full citation, references, index terms

20 Optimal capacity and flow assignment for self-healing ATM networks based on line and end-to-end restoration

Kazutaka Murakami, Hyong S. Kim

April 1998 **IEEE/ACM Transactions on Networking (TON)**, Volume 6 Issue 2

Publisher: IEEE Press

Full text available: pdf(435.33 KB) Additional Information: full citation, references, citings, index terms

Keywords: jointly optimal capacity and flow control, self healing networks, survivable network design

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1 Graphics Programming Using the Core System
R. Daniel Bergeron, Peter R. Bono, James D. Foley
December 1978 **ACM Computing Surveys (CSUR)**, Volume 10 Issue 4
Publisher: ACM Press
Full text available: pdf(2.92 MB) Additional Information: full citation, references, citings, index terms

2 Starting a university microcomputer maintenance program
Roger N. Addelson, Don M. Wee
September 1986 **Proceedings of the 14th annual ACM SIGUCCS conference on User services: setting the direction**
Publisher: ACM Press
Full text available: pdf(2.73 MB) Additional Information: full citation, citings, index terms

3 Shape-based retrieval and analysis of 3D models
Thomas Funkhouser, Michael Kazhdan
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(12.56 MB) Additional Information: full citation, abstract

Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find the interesting ones and discover relationships between them. Unfortunately, traditional text-based search techniques are not always effective for 3D models, especially when queries are geometric in nature (e.g., find me objects that fit into thi ...

4 Lowering the barriers to programming: A taxonomy of programming environments and languages for novice programmers
Caitlin Kelleher, Randy Pausch
June 2005 **ACM Computing Surveys (CSUR)**, Volume 37 Issue 2
Publisher: ACM Press
Full text available: pdf(14.21 MB) Additional Information: full citation, abstract, references, index terms

Since the early 1960's, researchers have built a number of programming languages and environments with the intention of making programming accessible to a larger number of people. This article presents a taxonomy of languages and environments designed to make programming more accessible to novice programmers of all ages. The systems are organized by their primary goal, either to teach programming or to use programming to empower their users, and then, by each system's authors' approach, to makin ...

Keywords: Human-computer interaction, computer Science education, learning, literacy, problem solving

5 The Tinmith system: demonstrating new techniques for mobile augmented reality modelling

Wayne Piekarski, Bruce H. Thomas

January 2002 **Australian Computer Science Communications , Third Australasian conference on User interfaces - Volume 7 CRPITS '02**, Volume 24 Issue 4

Publisher: Australian Computer Society, Inc. , IEEE Computer Society Press

Full text available: pdf(1.45 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents user interface technology, using a glove based menuing system and 3D interaction techniques. It is designed to support applications that allow users to construct simple models of outdoor structures. The construction of models is performed using various 3D virtual reality interaction techniques, as well as using real time constructive solid geometry, to allow users to build up shapes with no prior knowledge of the environment. Previous work in virtual environments has tended t ...

Keywords: 3D modelling, augmented reality, constructive solid geometry, user interfaces, wearable computers

6 Level II technical support in a distributed computing environment

Tim Leehane

September 1996 **Proceedings of the 24th annual ACM SIGUCCS conference on User services**

Publisher: ACM Press

Full text available: pdf(5.73 MB) Additional Information: full citation, references, index terms

7 Improving electronic guidebook interfaces using a task-oriented design approach

Paul M. Aoki, Allison Woodruff

August 2000 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques**

Publisher: ACM Press

Full text available: pdf(293.46 KB) Additional Information: full citation, abstract, references, citings, index terms

Item selection is a key problem in electronic guidebook design. Many systems do not apply so-called context-awareness technologies to infer user interest, placing the entire burden of selection on the user. Conversely, to make selection easier, many systems automatically eliminate information that they infer is not of interest to the user. However, such systems often eliminate too much information, preventing the user from finding what they want.To realize the full potential o ...

Keywords: electronic guidebooks, museum tour guides

8 Evolution towards smart home environments: empirical evaluation of three user interfaces

Tiiu Koskela, Kaisa Väänänen-Vainio-Mattila

July 2004 **Personal and Ubiquitous Computing**, Volume 8 Issue 3-4

Publisher: Springer-Verlag

Full text available: pdf(265.36 KB) Additional Information: full citation, abstract, index terms

Smart home environments have evolved to the point where everyday objects and devices at home can be networked to give the inhabitants new means to control them. Familiar information appliances can be used as user interfaces (UIs) to home functions to achieve a more convenient user experience. This paper reports an ethnographic study of smart home usability and living experience. The purpose of the research was to evaluate three UIs—a PC, a media terminal, and a mobile phone—for smart ...

Keywords: Ethnographic study, Information appliances, Smart home, Usability, User interface

9 Iterative design of an interface for easy 3-D direct manipulation

Stephanie Houde

June 1992 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available: pdf(881.20 KB) Additional Information: full citation, abstract, references, citings, index terms

Although computer tools for 3-D design applications are now widely available for use on personal computers, they are unnecessarily difficult to use. Conventions for establishing and manipulating views of 3-D objects require engineering-oriented dialogues that are foreign to most users. This paper describes the iterative design and testing of a new mechanism for moving 3-D objects with a mouse-controlled cursor in a space planning application prototype. Emphasis was placed on developing a de ...

Keywords: 3-D manipulation, bounding box, direct manipulation, hand gestures, handle box, iterative design, narrative handles, space planning

10 Creating and updating space occupancy and building plans using interactive graphics

R. A. Scoble

June 1981 **Proceedings of the 18th conference on Design automation**

Publisher: IEEE Press

Full text available: pdf(569.88 KB) Additional Information: full citation, abstract, index terms

Interactive graphics systems have been used for generating integrated circuit and printed circuit layouts. Now these systems are being used to create building plans as well. This paper discusses the mechanization of "rent plans" (a set of plans which shows how building space is occupied), its background, several applications, and possible future developments.

11 Cost/benefit analysis for incorporating human factors in the software lifecycle

Marilyn M. Mantei, Toby J. Teorey

April 1988 **Communications of the ACM**, Volume 31 Issue 4

Publisher: ACM Press

Full text available: pdf(1.46 MB) Additional Information: full citation, abstract, references, citings, index terms, review

New software engineering techniques and the necessity to improve the user interface in increasingly interactive software environments have led to a change in traditional software development methods. Methodologies for improvement of the interface design, an overview of the human factors element, and cost/benefit aspects are explored.

12 Champagne training on a beer budget

Edmond P. Fitzgerald, Aileen Cater-Steel
July 1995 **Communications of the ACM**, Volume 38 Issue 7
Publisher: ACM Press
Full text available: pdf(359.09 KB) Additional Information: full citation, references, citings, index terms

13 Projectors: advanced graphics and vision techniques

Ramesh Raskar
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(6.53 MB) Additional Information: full citation

14 Full Technical Papers: Personal choice point: helping users visualize what it means to buy a BMW

Andrew Fano, Scott W. Kurth
January 2003 **Proceedings of the 8th international conference on Intelligent user interfaces**
Publisher: ACM Press
Full text available: pdf(948.07 KB) Additional Information: full citation, abstract, references, citings, index terms

How do we know if we can afford a particular purchase? We can find out what the payments might be and check our balances on various accounts, but does this answer the question? What we really need to know is how this purchase would affect our other goals. What do I have to give up to afford this purchase?Personal Choice Point is a financial planning tool that addresses these questions by enabling a user to explore the repercussions of her decisions at the level of her lifestyle goals, not just h ...

Keywords: decision theory, financial planning, goal conflicts, personalization, recommendation systems, user modeling, visualization

15 Neural nets and alphabets: introducing students to neural networks

K. G. Schweller, A. L. Plagman
September 1989 **ACM SIGCSE Bulletin**, Volume 21 Issue 3
Publisher: ACM Press
Full text available: pdf(544.09 KB) Additional Information: full citation, abstract, index terms

Three student projects involving neural networks are described. The projects include recognizing handwritten letters of the alphabet, determining the orientation of an imaged line, and recognizing particular rooms of a house based on samples of furniture found in the rooms. All projects were run on a back propagation neural network program implemented in Modula-2. A description of the program is presented and a sample module for simulating the behavior of an OR gate is included as an appendix. T ...

16

Groupware for special groups I: Collaborative virtual environments for supporting learning communities: an experience of use
Ekaterina Prasolova-Førland, Monica Divitini
November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work**
Publisher: ACM Press
Full text available: pdf(1.04 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we present the experiences of usage of Viras, a collaborative virtual environment for social awareness support in educational settings. Collaborative Virtual environments (CVE) have lately been used for learning in different contexts, and offer promising possibilities for supporting social awareness. In our study, we look at how students evaluate CVE in educational settings and investigate the importance of different factors on social awareness.

Keywords: collaborative virtual environments, communities, learning, social awareness

17 Supporting configurability in a mixed-media environment for design students
Thomas Binder, Giorgio De Michelis, Michael Gervautz, Giulio Jacucci, Kresimir Matkovic, Thomas Psik, Ina Wagner
September 2004 **Personal and Ubiquitous Computing**, Volume 8 Issue 5
Publisher: Springer-Verlag
Full text available: pdf(573.71 KB) Additional Information: full citation, abstract, index terms

In many environments, the landscape of space and artefacts is evolving and changing with the tasks at hand. Integrating digital media and computation in these environments has to take into account the fact that people will configure space functions and tools according to the situation, organising use in unexpected ways. In this article, we present and discuss how the issue of configurability is dealt with, in a series of field trials with design students. The aim of these trials was to construct ...

Keywords: Boundary objects, Configurability, Mixed media environments, Mixed objects, Physical interfaces

18 Expected, sensed, and desired: A framework for designing sensing-based interaction
Steve Benford, Holger Schnädelbach, Boriana Koleva, Rob Anastasi, Chris Greenhalgh, Tom Rodden, Jonathan Green, Ahmed Ghali, Tony Pridmore, Bill Gaver, Andy Boucher, Brendan Walker, Sarah Pennington, Albrecht Schmidt, Hans Gellersen, Anthony Steed
March 2005 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 12 Issue 1
Publisher: ACM Press
Full text available: pdf(1.97 MB) Additional Information: full citation, abstract, references, index terms

Movements of interfaces can be analyzed in terms of whether they are expected, sensed, and desired. Expected movements are those that users naturally perform; sensed are those that can be measured by a computer; and desired movements are those that are required by a given application. We show how a systematic comparison of expected, sensed, and desired movements, especially with regard to how they do not precisely overlap, can reveal potential problems with an interface and also inspire new feat ...

Keywords: Sensing, augmented reality, interactive furniture, mixed reality, mobile and wireless applications

19 Multi-media document representation and retrieval

Esen Ozkarahan, Fazli Can
April 1991 **Proceedings of the 19th annual conference on Computer Science**
Publisher: ACM Press
Full text available: pdf(1.10 MB) Additional Information: full citation, references, citings

20 Integrality and separability of input devices

Robert J. K. Jacob, Linda E. Sibert, Daniel C. McFarlane, M. Preston Mullen
March 1994 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 1 Issue 1
Publisher: ACM Press
Full text available: pdf(1.51 MB) Additional Information: full citation, abstract, references, citings, index terms

Current input device taxonomies and other frameworks typically emphasize the mechanical structure of input devices. We suggest that selecting an appropriate input device for an interactive task requires looking beyond the physical structure of devices to the deeper perceptual structure of the task, the device, and the interrelationship between the perceptual structure of the task and the control properties of the device. We affirm that perception is key to understanding performance of multi ...

Keywords: Polhemus tracker, gesture input, input devices, integrality, interaction techniques, perceptual space, separability

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1 Shape-based retrieval and analysis of 3D models

Thomas Funkhouser, Michael Kazhdan
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(12.56 MB) Additional Information: full citation, abstract

Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find the interesting ones and discover relationships between them. Unfortunately, traditional text-based search techniques are not always effective for 3D models, especially when queries are geometric in nature (e.g., find me objects that fit into thi ...

2 Managing uncertainty in moving objects databases

Goce Trajcevski, Ouri Wolfson, Klaus Hinrichs, Sam Chamberlain
September 2004 **ACM Transactions on Database Systems (TODS)**, Volume 29 Issue 3
Publisher: ACM Press
Full text available: pdf(1.70 MB) Additional Information: full citation, abstract, references, index terms

This article addresses the problem of managing Moving Objects Databases (MODs) which capture the inherent imprecision of the information about the moving object's location at a given time. We deal systematically with the issues of constructing and representing the *trajectories* of moving objects and querying the MOD. We propose to model an uncertain trajectory as a three-dimensional (3D) cylindrical body and we introduce a set of novel but natural spatio-temporal *operators* which cap ...

Keywords: Moving Objects Databases

3 Cluster-based scalable network services

Armando Fox, Steven D. Gribble, Yatin Chawathe, Eric A. Brewer, Paul Gauthier
October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles SOSP '97**, Volume 31 Issue 5
Publisher: ACM Press
Full text available: pdf(2.42 MB) Additional Information: full citation, references, citings, index terms

4 Image Retrieval from the World Wide Web: Issues, Techniques, and Systems

M. L. Kherfi, D. Ziou, A. Bernardi
March 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 1
Publisher: ACM Press
Full text available: pdf(294.13 KB) Additional Information: full citation, abstract, references, index terms

With the explosive growth of the World Wide Web, the public is gaining access to massive amounts of information. However, locating needed and relevant information remains a difficult task, whether the information is textual or visual. Text search engines have existed for some years now and have achieved a certain degree of success. However, despite the large number of images available on the Web, image search engines are still rare. In this article, we show that in order to allow people to profi ...

Keywords: Image-retrieval, World Wide Web, crawling, feature extraction and selection, indexing, relevance feedback, search, similarity

5 Preserving QoS of e-commerce sites through self-tuning: a performance model approach

Daniel A. Menascé, Daniel Barbará, Ronald Dodge
October 2001 **Proceedings of the 3rd ACM conference on Electronic Commerce**
Publisher: ACM Press
Full text available: pdf(242.03 KB) Additional Information: full citation, abstract, references, citings, index terms

The Quality of Service (QoS) of e-commerce sites plays a crucial role in attracting and retaining customers. The workload experienced by these sites tends to vary in a very dynamic way. The complexity of the sites combined with the large short-terms variations of the workload calls for automated methods for site configuration. This paper describes a method for dynamically monitoring and tuning e-commerce sites so that desired QoS levels are attained. Our approach uses hill climbing techniques co ...

Keywords: QoS, QoS control, TPC-W, e-business, queuing networks

6 Reprint: Reflections on NoteCards: seven issues for the next generation of hypermedia systems

Frank G. Halasz
August 2001 **ACM Journal of Computer Documentation (JCD)**, Volume 25 Issue 3
Publisher: ACM Press
Full text available: pdf(1.68 MB) Additional Information: full citation, abstract, references, index terms

NoteCards, developed by a team at Xerox PARC, was designed to support the task of transforming a chaotic collection of unrelated thoughts into an integrated, orderly interpretation of ideas and their interconnections. This article presents NoteCards as a foil against which to explore some of the major limitations of the current generation of hypermedia systems, and characterizes the issues that must be addressed in designing the next generation systems.

Keywords: Collaborative work, hypermedia, hypertext

7 Reflections on NoteCards: seven issues for the next generation of hypermedia systems

Frank,G. Halasz
July 1988 **Communications of the ACM**, Volume 31 Issue 7
Publisher: ACM Press

Full text available: pdf(2.26 MB) Additional Information: full citation, abstract, references, citings, index terms, review

NoteCards, developed by a team at Xerox PARC, was designed to support the task of transforming a chaotic collection of unrelated thoughts into an integrated, orderly interpretation of ideas and their interconnections. This article presents NoteCards as a foil against which to explore some of the major limitations of the current generation of hypermedia systems, and characterizes the issues that must be addressed in designing the next generation systems.

8 The state of the art in locally distributed Web-server systems

Valeria Cardellini, Emiliano Casalicchio, Michele Colajanni, Philip S. Yu
June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2
Publisher: ACM Press

Full text available: pdf(1.41 MB) Additional Information: full citation, abstract, references, citings, index terms

The overall increase in traffic on the World Wide Web is augmenting user-perceived response times from popular Web sites, especially in conjunction with special events. System platforms that do not replicate information content cannot provide the needed scalability to handle large traffic volumes and to match rapid and dramatic changes in the number of clients. The need to improve the performance of Web-based services has produced a variety of novel content delivery architectures. This article w ...

Keywords: Client/server, World Wide Web, cluster-based architectures, dispatching algorithms, distributed systems, load balancing, routing mechanisms

9 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

10 Article abstracts with full text online: Web application generator by image-oriented design

Takao Shimomura, Muneo Takahashi, Kenji Ikeda, Yoshio Mogami
March 2003 **ACM SIGSOFT Software Engineering Notes**, Volume 28 Issue 2
Publisher: ACM Press
Full text available: pdf(876.47 KB) Additional Information: full citation, abstract, citings

With the development of the information society, it has become necessary to release software early that satisfies users. Therefore, it has become important to develop software quickly so that users can try it, and give the developers feedback. Developers make the specifications of a program based on users' requirements, and then design,

write, test and debug the program. Through this procedure, the program is completed. However, if we can directly use the image that the users have when we design ...

11 A visual tool for querying geographic databases

Andreas D. Blaser, Max. J. Egenhofer
May 2000 **Proceedings of the working conference on Advanced visual interfaces**
Publisher: ACM Press

Full text available: pdf(719.19 KB) Additional Information: full citation, abstract, references, citings, index terms

To support users in querying geographic databases we have developed a system that lets people sketch what they are looking for. It closes the gap between user and information system, because the translation of a user's question into a processable query statement is delegated to the information system so that a user can focus on the actual query rather than spending time with its formulation. This system paper highlights a set of interaction methods and sketch interpretation algorithms that ...

Keywords: sketch-based querying, sketching, spatial information retrieval system, visual user interaction

12 Big Wins with Small Application-Aware Caches

Julio C. Lopez, David R. O'Hallaron, Tiankai Tu
November 2004 **Proceedings of the 2004 ACM/IEEE conference on Supercomputing**
Publisher: IEEE Computer Society
Full text available: pdf(438.99 KB) Additional Information: full citation, abstract

Large datasets, on the order of GB and TB, are increasingly common as abundant computational resources allow practitioners to collect, produce and store data at higher rates. As dataset sizes grow, it becomes more challenging to interactively manipulate and analyze these datasets due to the large amounts of data that need to be moved and processed. Application-independent caches, such as operating system page caches and database buffer caches, are present throughout the memory hierarchy to reduc ...

13 A visual approach to multimedia querying and presentation

Isabel F. Cruz, Wendy T. Lucas
November 1997 **Proceedings of the fifth ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(1.54 MB) Additional Information: full citation, references, citings, index terms

14 Harnessing technology for effective inter- and intra-institutional collaboration: report of the ITiCSE '97 working group on supporting inter- and intra-institutional collaboration

Douglas Siviter, Marian Petre, Bruce Klein
October 1997 **ACM SIGCUE Outlook**, Volume 25 Issue 4
Publisher: ACM Press
Full text available: pdf(2.66 MB) Additional Information: full citation, abstract, references, index terms

The computer science discipline is well poised to provide leading examples of harnessing communications and computer technologies in order to encourage collaborative practices both within and between institutions. Students, academics, and institutions all potentially have access to their counterparts world-wide. This provides endless opportunities for sharing knowledge, accessing scarce expertise, making effective re-use of limited resources, collaborating to attract funding and influence polici ...

15 Geometric algorithms for the analysis of 2D-electrophoresis gels

Alon Efrat, Frank Hoffman, Klaus Kriegel, Christof Schultz, Carola Wenk

April 2001 **Proceedings of the fifth annual international conference on Computational biology**

Publisher: ACM Press

Full text available: pdf(925.85 KB) Additional Information: full citation, abstract, references, citings, index terms

In proteomics 2-dimensional gel electrophoresis (2-DE) is a separation technique for proteins. The resulting protein spots can be identified by either using picking robots and subsequent mass spectrometry or by visual cross inspection of a new gel image with an already analyzed master gel. Difficulties especially arise from inherent noise and irregular geometric distortions in 2-DE images. Aiming at the automated analysis of large series of 2-DE images, or at the even more difficult interlabo ...

16 Distributed, Web-based GIS: A systematic approach to reduction of user-perceived response time for GIS web services

Shengru Tu, Xiangfeng He, Xuefeng Li, Jay J. Ratcliff

November 2001 **Proceedings of the 9th ACM international symposium on Advances in geographic information systems**

Publisher: ACM Press

Full text available: pdf(1.62 MB) Additional Information: full citation, abstract, references, citings, index terms

The research of Internet distribution of GIS contents is still in its infancy. This paper reports an implementation of a systematic approach to optimize Internet distribution of GIS datasets. The goal is to reduce user-perceived response time and improve users' navigation efficiency.On the server side, a large GIS dataset associated with a map is decomposed into small blocks and organized into an overview guiding hierarchy. On the client side, locality-based caching and pre-fetching techniques a ...

Keywords: GIS, Java, applet, caching, hierarchical model, pre-fetching, response time, web

17 PicASHOW: pictorial authority search by hyperlinks on the web

January 2002 **ACM Transactions on Information Systems (TOIS)**, Volume 20 Issue 1

Publisher: ACM Press

Full text available: pdf(436.32 KB) Additional Information: full citation, abstract, references, index terms, review

We describe PicASHOW, a fully automated WWW image retrieval system that is based on several link-structure analyzing algorithms. Our basic premise is that a page *p* displays (or links to) an image when the author of *p* considers the image to be of value to the viewers of the page. We thus extend some well known link-based WWW *page retrieval* schemes to the context of image retrieval.PicASHOW's analysis of the link structure enables it to retrieve relevant images even when those ...

Keywords: Image retrieval, hubs and authorities, image hubs, link structure analysis

18 An open abstract-object storage system

Stephen Blott, Lukas Relly, Hans-Jörg Schek

June 1996 **ACM SIGMOD Record , Proceedings of the 1996 ACM SIGMOD international conference on Management of data SIGMOD '96**, Volume 25 Issue 2

Publisher: ACM Press

Full text available: pdf(1.15 MB) Additional Information: full citation, abstract, references, citings, index terms

Database systems must become more open to retain their relevance as a technology of choice and necessity. Openness implies not only databases exporting their data, but also exporting their services. This is as true in classical application areas as in non-classical (GIS, multimedia, design, etc).This paper addresses the problem of exporting storage-management services of indexing, replication and basic query processing. We describe an abstract-object storage model which provides the basic mechan ...

19 Features: Sentient Data

George W. Fitzmaurice, Azam Khan, William Buxton, Gordon Kurtenback, Ravin Balakrishnan
November 2003 **Queue**, Volume 1 Issue 8
Publisher: ACM Press
Full text available: pdf(1.79 MB) html(38.14 KB) Additional Information: full citation, index terms

20 A cognitive model for searching for Ill-defined targets on the Web: the relationship between search strategies and user satisfaction

Mari Saito, Kazunori Ohmura
August 1998 **Proceedings of the 21st annual international ACM SIGIR conference on Research and development in information retrieval**
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Inventor: HOLBROOK RICHARD M (US); SHANNON MICHAEL L (US) **Applicant:**
EC: G06Q10/00E **IPC:** ***G06Q10/00***; **G06Q10/00**; (IPC1-7): G06F17/60
Publication info: **US2003172003** - 2003-09-11

4 Method for automatic delivery planning, especially for bulky furniture items, whereby a transport volume is automatically calculated from information stored in a database so that an associated cost is readily calculated
Inventor: BIRKHOLZ NASYR (DE) **Applicant:** BIRKHOLZ NASYR (DE)
EC: G06Q10/00D **IPC:** ***G06Q10/00***; **G06Q10/00**; (IPC1-7): G06F19/00
Publication info: **DE10136849** - 2003-02-06

5 INTERIOR FURNITURE INFORMATION PROVIDING SYSTEM
Inventor: HOSODA SEIICHIRO **Applicant:** HOSODA SEIICHIRO
EC: **IPC:** ***G06F17/30***; **G06F17/30**; (IPC1-7): G06F17/30 (+1)
Publication info: **JP2002024244** - 2002-01-25

Data supplied from the ***esp@cenet*** database - Worldwide

RESULT LIST
21 results found in the Worldwide database for:
interior in the title AND **3d** in the title or abstract
(Results are sorted by date of upload in database)

1 THREE-DIMENSIONAL INTERIOR DESIGN SYSTEM
Inventor: MACINNES CATHRYN (US); PEARLSTEIN GERALD (US)
Applicant: MACINNES CATHRYN (US); PEARLSTEIN GERALD (US)
EC:
IPC: ***G06F3/00***; **G06F; G06F3/00** (+1)
Publication info: **WO2005038581** - 2005-04-28

2 SUPPORT SYSTEM FOR PLANNING INSTALLATION OF INTERIOR AND RECORDING MEDIUM FOR USE
Inventor: ITO MASAHIRO
Applicant: ITO MASAHIRO
EC:
IPC: ***G06F17/50***; **G06F17/50**; (IPC1-7): G06F17/50
Publication info: **JP2005063059** - 2005-03-10

3 Objects e.g. human body interior, echographic images production process for ultrasound echography, involves forming 2D image for scanning planes, and forming echographic 3D representation of object by processing 3D data matrix
Inventor: RICHARD BRUNO; ROBERT BRUNO
Applicant: UNIV RENE DESCARTES PARIS 5 (FR)
EC: G01S7/52S8B6; G01S15/89D7; (+1)
IPC: ***G01S7/52; G01S15/89***; **G01S7/52** (+3)
Publication info: **FR2855616** - 2004-12-03

4 Production of article with decorative surface, especially 3-dimensional surface useful as vehicle interior cladding part, involves coating uniformly with thermoplastic polymer, curing and decorating by thermal transfer printing
Inventor: LAMBERTSON MICHAEL (DE)
Applicant: MAYER PETER (DE)
EC: B41M5/025N
IPC: ***B41M5/025***; **B41M5/025**; (IPC1-7): B44C1/00 (+2)
Publication info: **DE10315582** - 2004-10-14

5 Space layout assisting method for interior decoration, involves selecting modeled units in database by client and positioning selected units in space by user on his local unit
Inventor: LEBRAUT RONAN
Applicant: LEBRAUT RONAN (FR)
EC:
IPC: ***G06F17/50***; **G06F17/50**; (IPC1-7): G06F17/50
Publication info: **FR2852122** - 2004-09-10

6 METHOD FOR CONVENIENTLY AND SIMULTANEOUSLY DESIGNING 2D AND 3D INTERIOR DRAWING ON WIRE/WIRELESS INTERNET ENVIRONMENT
Inventor: CHOI IN WON (KR); SIM DONG SEOK (KR)
Applicant: SAMSUNG S D S CO LTD (KR)
EC:
IPC: ***G06F17/50***; **G06F17/50**; (IPC1-7): G06F17/50
Publication info: **KR2003070524** - 2003-08-30

7 MOUNTING STRUCTURE OF CABIN INTERIOR PANEL OF VEHICLE
Inventor: OKAYAMA CHIHIRO; HIRASHIMA TOSHIYUKI
Applicant: KAWASAKI HEAVY IND LTD
EC:
IPC: ***B61D17/00; B61D17/18***; **B61D17/00** (+3)
Publication info: **JP2003237567** - 2003-08-27

8 Three-dimensional object e.g. flexographic printing plate formation method, involves solidifying thermosensitive resin in vicinity of spot by increasing temperature of resin in vicinity of interior spot of resin
Inventor: GELBART DANIEL (CA)
Applicant: CREO SRL BURNABY (CA)
EC: B29C67/00L
IPC: ***B29C67/00***; *B29C35/08; B29C71/00* (+7)
Publication info: **DE10024618** - 2001-04-05

9 **IN-OUTSIDE INTERIOR DECORATION OF BUILDING STRUCTUREAND VARIOUS FRAMEWORK USING 3D ETCHED TECHNIQUE TOTHE CRYSTALS ú OPTICAL GLASSES**

Inventor: KWON HYUK DAE (KR) **Applicant:** YOOSUNG GLOBAL CO LTD (KR)

EC: **IPC:** ***B44C1/00***; **B44C1/00**; (IPC1-7): B44C1/00

Publication info: **KR200137Y** - 2000-10-16

10 **Grave memorial is a hollow body of a solid material with a hollow interior zone to contain the urn with the ashes of the deceased and which can be stacked to hold the ashes the deceased family members**

Inventor: WAGNER HANS (DE) **Applicant:** WAGNER HANS (DE)

EC: E04H13/00E **IPC:** ***E04H13/00***; **E04H13/00**; (IPC1-7): E04H13/00

Publication info: **DE10001506** - 2001-07-19

Data supplied from the ***esp@cenet*** database - Worldwide

RESULT LIST
12 results found in the Worldwide database for:
purchaser in the title AND **commodity** in the title or abstract
(Results are sorted by date of upload in database)

1 **PURCHASER CARD ISSUING SYSTEM AND COMMODITY AUTOMATIC SELLING SYSTEM**
Inventor: YAMAGUCHI HIROSHI; KANEKO SHINICHI; (+2) **Applicant:** KONICA MINOLTA PHOTO IMAGING I
EC: **IPC:** ***B42D15/10; G07F7/08; G07F7/12*** (+9)
Publication info: **JP2005216192** - 2005-08-11

2 **NET AUCTION SYSTEM, NET AUCTION METHOD, RELAY SERVER, PURCHASER TERMINAL, RELAY SERVER PROGRAM, PURCHASER TERMINAL PROGRAM AND RECORDING MEDIUM**
Inventor: KASAI YOSHITOMO **Applicant:** TSUBASA SYSTEM CO LTD
EC: **IPC:** (IPC1-7): G06F17/60
Publication info: **JP2005062933** - 2005-03-10

3 **METHOD FOR PROCESSING AND MANUFACTURING COMMODITY ACCORDING TO INFORMATION OF PURCHASER ON INTERNET**
Inventor: PARK TAE JIN (KR) **Applicant:** PARK TAE JIN (KR)
EC: **IPC:** (IPC1-7): G06F17/60
Publication info: **KR2003051510** - 2003-06-25

4 **FUND TRANSFER PROCESSING METHOD, COMPUTER PROGRAM, PURCHASER COUNTRY SIDE FINANCIAL INSTITUTION SYSTEM, SELLER COUNTRY SIDE FINANCIAL INSTITUTION SYSTEM AND MEDIATOR SYSTEM**
Inventor: TAKAMI KATSUSHI **Applicant:** UFJ BANK LTD
EC: **IPC:** (IPC1-7): G06F17/60
Publication info: **JP2003296648** - 2003-10-17

5 **COMMODITY TRANSFER METHOD BETWEEN COMMODITY SELLER AND COMMODITY PURCHASER**
Inventor: TAKAKURA MAMORU **Applicant:** SUPER SANSHI KK
EC: **IPC:** ***B65G61/00; G06K17/00; G07G1/12*** (+7)
Publication info: **JP2003212350** - 2003-07-30

6 **PURCHASER SUPPORTING SYSTEM, PURCHASER SUPPORTING METHOD AND REFRIGERATOR**
Inventor: NATORI HITOSHI; SHINTO TARO **Applicant:** MEDIA KK F
EC: **IPC:** (IPC1-7): G06F17/60
Publication info: **JP2003122914** - 2003-04-25

7 **COLLECTING SYSTEM FOR COMMODITY PURCHASER OR SERVICE BENEFICIARY**
Inventor: MORI FUJIO **Applicant:** NISSHA PRINTING
EC: **IPC:** (IPC1-7): G06F17/60
Publication info: **JP2002230262** - 2002-08-16

8 **SYSTEM AND METHOD FOR SUPPORTING PURCHASER**
Inventor: NATORI HITOSHI; KAGOSHIMA HIROSHI; (+2) **Applicant:** NATORI HITOSHI
EC: **IPC:** (IPC1-7): G06F17/60
Publication info: **JP2002183425** - 2002-06-28

9 **PURCHASER AND ENTERPRISER INTERMEDIATION SYSTEM CONCERNING COMMODITY**
Inventor: MABUCHI YUKASHI; TOKUDA TAISUKE; (+6) **Applicant:** CHUBU ELECTRIC POWER

EC: IPC: (IPC1-7): G06F17/60

Publication info: **JP2002150055** - 2002-05-24

10 TRANSACTION SYSTEM USING COMMUNICATION MEDIUM AND METHOD FOR GUARANTEEING REFUND OF MONEY CORRESPONDING TO PRICE OF COMMODITY TO PURCHASER IN TRANSACTION USING COMMUNICATION MEDIUM

Inventor: SANO MASANOBU; TOBE KENJI Applicant: SANO MASANOBU; TOBE KENJI; (+1)

EC: IPC: (IPC1-7): G06F17/60

Publication info: **JP2001357338** - 2001-12-26

Data supplied from the ***esp@cenet*** database - Worldwide

RESULT LIST
7 results found in the Worldwide database for:
selecting in the title AND **furniture** in the title or abstract
(Results are sorted by date of upload in database)

1 Method of selecting and purchasing office furniture
Inventor: HOFFMAN RAMONA K (US); MESSMER KEVIN J (US) **Applicant:**
EC: G06Q30/00A **IPC:** ***G06Q30/00***; **G06Q30/00**; (IPC1-7): G06F17/60
Publication info: **US2005015312** - 2005-01-20

2 SUPPORT METHOD OF OFFICE FURNITURE SELECTING AND ITS SYSTEM
Inventor: SHIRASU KIMIKO; EYAMA HISASHI; (+4) **Applicant:** UCHIDA YOKO KK
EC: **IPC:** ***G06F9/44; G06F17/50***; **G06F9/44** (+3)
Publication info: **JP2002351934** - 2002-12-06

3 Electric motor furniture drive for adjusting parts of furniture relative to each other, has manual switch for selecting drive units in predefined sequence, and further function control surfaces
Inventor: SCHNEIDER JOHANNES (DE) **Applicant:** CIMOSYS AG GOLDINGEN (CH)
EC: A47C20/04A; H01H25/04C **IPC:** ***A47C20/04; H01H25/04***; *H01H9/02* (+8)
Publication info: **DE10118015** - 2002-10-24

4 METHOD FOR SELECTING INSTALLED ARTICLE, COMPUTER PROGRAM FOR REALIZING METHOD, AND RECORDING MEDIUM RECORDING COMPUTER PROGRAM
Inventor: SATO HIDEAKI **Applicant:** VICTOR INTERACTIVE SOFTWARE KK
EC: **IPC:** ***G06F17/50***; **G06F17/50**; (IPC1-7): G06F17/60 (+1)
Publication info: **JP2002207781** - 2002-07-26

5 Item of furniture making it possible to play mini-petanque and selecting a rink as well as the slope of the ground
Inventor: RAYMOND PERTIN DANIEL **Applicant:** PERTIN DANIEL (FR)
EC: A63F7/06 **IPC:** ***A63F7/06***; **A63F7/00**; (IPC1-7): A63D3/00
Publication info: **FR2675704** - 1992-10-30

6 Improved mechanism for selecting the vertical positioning of load-bearing furniture components.
Inventor: BUGATTI LUCIO; DALL ERA FLAVIO **Applicant:** SOL ID SRL (IT)
EC: A47B9/10; A47C3/30 **IPC:** ***A47B9/10; A47C3/30***; **A47B9/00** (+3)
Publication info: **EP0169418** - 1986-01-29

7 Furniture selecting and positioning means and method
Inventor: BROWN DANIEL C **Applicant:** BAUMRITTER CORP
EC: G09B29/00 **IPC:** ***G09B29/00***; **G09B29/00**
Publication info: **US3012336** - 1961-12-12

Data supplied from the ***esp@cenet*** database - Worldwide